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ARSENAL NEWSLETTER: JULY 2021 ISSUE

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Summertime is finally here



Ah summertime is here. It's time to relax and have fun. It couldn't get any better...

Or could it? – ROLVe's first Summer Update video

Arsenal has come a long way from the first Summer Update back in 2019. Since then, Arsenal has reached 1 billion, 2 billion, and just recently, 3 billion visits. It went through 28 major updates (not including the Mr. Monkey updates) which

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just proves the amount of blood, sweat, and tears that have been poured into Arsenal. When it was announced that the developers were taking a mental health break, fans stood by the game and kept it alive. And we patiently waited for the Summer Update, which finally arrived July 6, 2021. So, without further-a-do, let us take a dive into what's new and improved in the Summer Update.

Pre-Update

Many theories and much speculation filled the time leading up to the update. The Arsenal community was drip-fed information and sneak peeks by the Arsenal Discord *#coming-soon* channel, or by their favorite content creators on YouTube. Twitter was another source of info, although it was mainly full of surveys and polls on the state of the game.

ROlVe confirmed that the update was supposed to be released in June but it was delayed to July for unknown reasons.

New additions

Arsenal got many new additions in this update. Here is an in-depth list of all of them:

1. Weapons

11 weapons were added to Arsenal. The M249 and SCAR-L returned from Arsenal Archived.

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- **Chord Tosser**

The **Chord Tosser** is literally an electric guitar that shoots chords and has a manual blast jump by alt-clicking. The **Chord Tosser** uses the same model as the **Guitar** taunt (also added in the Summer Update, both models having been designed by **Bluay** as he is responsible for the design of all the instrument taunt models. The model of the guitar is based on the Telecaster electric guitar.



Main Article: [Chord Tosser](#)

- **Cone Launcher**

The **Cone Launcher** (or **Ice Cream Launcher** on the official update log) is a weapon that fires ice cream. Pressing right-click will launch all the ice cream at once in a sort of shotgun burst. The weapon was designed by **Civicus** despite his being mainly a map builder.



Main Article: [Cone Launcher](#)

- **Dual LCRs**

The **Dual LCRs** are a dual wielded pair of **Ruger LCRs**. The **Ruger LCR** is a double-action revolver released by Sturm, Ruger & Co. that is notably lightweight and compact (with **LCR** standing for **Lightweight Compact Revolver**). It was first announced in January 2009 and the first iteration was released in June 2010.



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Development for this goes as far back as January 2021 when it was first announced by [PrimeFIRE94](#) on his personal Twitter. The LCRs are the only revolvers currently in game that don't one shot up close to the body.

Main Article: [Dual LCRs](#)

- **Glock 21**

The Glock 21 (simply known as the G-21 in game) is a .45 ACP model Glock designed for the American firearms market by Glock Ges.m.b.H.. The G-21s magazine holds 13 rounds.

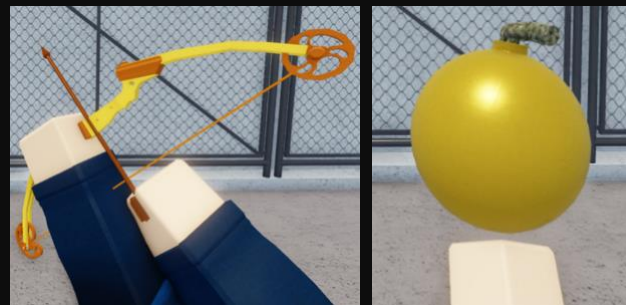
The in-game weapon was designed by [PrimeFIRE94](#). It is the third Glock pistol to be in-game.



Main Article: [G-21](#)

- **The Golden Bomb and Golden Bow**

The **Golden Bomb** and **Golden Bow** are variants of their respective weapons (the Bomb and Bow). There are no major differences aside from the color and the fact that both weapons demote you when you are killed by them. Both of these are exclusive to the Hard Mode gamemode and were created by [xonaе](#).



Main Articles: [Golden Bomb](#), [Golden Bow](#)

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- **MG36**

The MG36 is a failed machine gun variant of the Heckler & Koch G36 that never was adopted into military use. H&K no longer offer the model.



The MG36 in game has 100 round drum magazines, a fast firerate, and very tight spread making it ideal to use at any ranges. It was originally teased in the Arsenal Discord in May 2021 by [PrimeFIRE94](#).

Main Article: [MG36](#)

- **Model 635**

The Colt 9mm SMG (also known as the Model 635) is a submachine gun manufactured by Colt's Manufacturing Company, LLC, based on their M16 rifle design. The magazine design is a copy of the IWI's Uzi's.



In-game, the Model 635 has a high rate of fire, but its spread is not very optimal for mid to long ranges.

Main Article: [Model 635](#)

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- **Trash Can**

The **Trash Can** is a projectile weapon, in which you throw an entire trash can at your enemy. On hit, it one shot kills your enemy at every range (supposing that you can hit them).



Main Article: [Trash Can](#)

- **Ultraball**

The Ultraball is a weapon similar to the Superball except it can rebound and pierce through enemies. It was teased by [xona](#) in early June 2021. It is one of a select number of weapons that appear in the Hard Mode gamemode.



Main Article: [Ultraball](#)

- **M249**

The **M249 Light Machine Gun** (also known as the **M249 Squad Automatic Weapon [SAW]**), is an American adaptation of the FN Herstal Minimi. It is widely used across multiple countries, but it mainly manufactured for the United States military. It is meant to be a stationary machine gun operated by an operator; however, you carry it around in Arsenal.



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In-game it has a very high spread and firerate, so its most useful at close ranges. It was originally teased by [devkeni](#) in the Arsenal Discord in May 2021. It was in the Archived version of Arsenal.

Main Article: [M249](#)

- **SCAR-L**

The SCAR-L was created by FN Herstal in order to make a lighter version of the SCAR-H (hence the L for light). In 2004, United States Special Operations Command (USSOCOM) put out a request for a special family of assault rifles. The SCAR system completed product testing in 2007. The first operational weapons were supplied in 2009. USSOCOM later canceled orders for the SCAR-L, and instead aimed to use the SCAR-H.



In-game the SCAR-L has relatively low damage, but high firerate and tight spread so it's perfect for short to long range encounters. It was burst in the Archived version of Arsenal.

Main Article: [SCAR-L](#)

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2. Maps

3 maps were added to Arsenal, two of which are only available in private servers.

- *Coastal*



Coastal is the flagship map for the Summer Update. It was the only map in the Summer Update to come out in public servers. It was teased by *Civicus* in June 2021.

It is a *Coastal* town with many corridors and secret paths. The map is mostly mid-range to long-range but has some opportunity for cqc in the corridors. *Coastal* also has open rooftops that are easy to access, meaning you can get advantage over your opponents on the ground easily.



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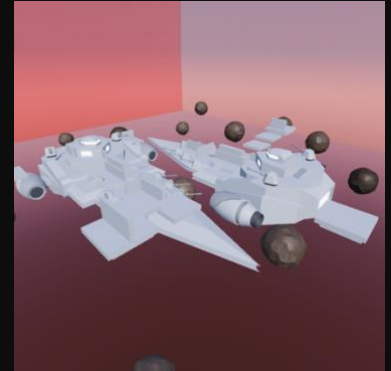
This also means you can pounce on unsuspecting players from the rooftops when you have the golden knife.

Main Article: [Coastal](#)

- **Greybox**

Greybox is a private server exclusive map that is limited to Concussion Mania. It has no known developer and was added under the radar with no acknowledgement by developers.

It appears to take place in space in a asteroid belt (despite its red skybox). There are two ships opposite of each other, both appear to be the same.



Main Article: [Greybox](#)

- **Shooting Range**

Shooting Range is a private server exclusive map that came with the Shooting Range gamemode. According to the developers, Shooting Range was made with **JOHN ROBLOX** (a popular Arsenal YouTuber) in mind.

The map has an indoor shooting range and an outdoor area, both lined with dummies. In the indoor portion, there is a brick on the wall that when touched opens up a tab where you can pick which gun you want to test.



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Main Article: [Shooting Range](#)

Main Article: [Maps](#)

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3. Skins

13 total skins were added in Arsenal (8 of which were developer only).

Publicly accessible



Buffbattle



Lumber Jacked



Punk Rioter



Ranger
Desperado



Ranger Hoss

Developer Only



Bernard



Buff Brickbattle



Da Monkey

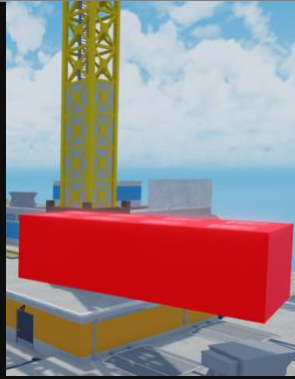


Ichigo Pilot

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Ikuno Pilot



Killbrick



Nonexsity



Tomfoolery
Delinquent

Main Article: [Skins](#)

4. Melees

2 melees were added to Arsenal.



Bigsip



Delinquent Pop

Main Article: [Knife Skins](#)

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5. Kill Effects

8 Kill Effects were added to Arsenal.



Backflip



Bunch of
Fireworks



Bucket



Cone



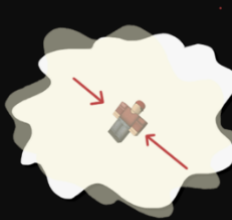
KO



Penguin Missile



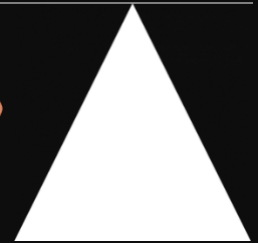
Platform Stand



Poof



Summer
Blossom



Triangle

6. Taunts

5 taunts were added to Arsenal.



Bass



Drums



Guitar



Hot Dog



Ice Cream

7. Gamemodes

5 gamemodes were added to Arsenal (The original competitive mode was renamed to Legacy Competitive, with the edition of the new Competitive).

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Competitive



Concussion
Mania 2



Hard Mode



Monkey
Business



Shooting
Range

Main Article: [Gamemodes](#)

- **Competitive 1v1 Elo**

Competitive 1v1 Elo is a separate gamemode from normal Arsenal, much like the Slaughter gamemode. In it, you get matched up with another person, and 1v1 in the new version of competitive. Currently, it is still in its alpha build.



8. Orange Team

Orange team is a content creator exclusive team that was given out to trusted content creators in the Arsenal community. It has multiple features, such as the ability to spawn the 2019 Egg Hunt boss (named Cluckling) and the ability to give out a custom creator weapon skin.



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9. Votekicking

Votekicking was added to help combat the exploiter problem. By pressing "0", you can open up the votekick tab and pick a player to votekick. By doing this, it starts a vote, in which other members of the server can vote if they want to go through with the decision. (Votekicking was ultimately removed on August 4, 2021).

10. Cancelled Features

There were two main cancelled features, Stage Builder and Custom Gamemodes. According to Krystal Flynn, Stage builder was unable to be implemented due to the limitations in Arsenal's code (however, she did state that it would be added in a later update). Custom Gamemodes were also cancelled and moved on to the next Halloween Update.

Summer Update III wiki page: [Summer Update III](#)

Developer forum post: <https://devforum.roblox.com/t/arsenal-summer-iii/1334462>

11. Summer Care Package

The Summer Care Package was released on August 1 and added multiple new skins which you could win by spinning a wheel, as well as 1 kill effect.

- **Skins**

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A total of 12 skins were added to Arsenal.



Astronut



Cheer-Star



Crackles



Isaiah



Lenny



Neveah



Normal Human



Nutty News Caster



Octayah



Sarah



Taylor

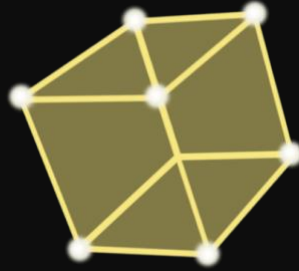


Xavier

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- **Kill effects**

1 kill effect was added to Arsenal. It was redeemable by code "3BILLY".



Holoend

Main Article: [Summer Care Package](#)

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TDS x Arsenal: What happened?



"'Get ready... to get locked and loaded'" – @ [BelowNatural](#)

On May 12, 2020, [BelowNatural](#) posted a tweet announcing a [Tower Defense Simulator](#) x Arsenal collab. Over the following few weeks, nothing else was really said about it. Those weeks turned into months, which eventually, turned into a year. So, the question still stands, what happened to the collab? Will it ever come out? Well, recently, we have got some new information.

On June 6, 2021, [JOHN ROBLOX](#) ([GDI](#) or [@GDILIVES](#) on Roblox), posted a video on YouTube about the [TDS](#) x Arsenal event and where it is at now. A brief preview of the Delinquent Militant skin was shown, which confirms it still exists. He also talked about the Minigunner skin, which is in Arsenal and in the Arsenal Skin Creator amongst other developer exclusive skins. [JOHN](#) also said he knew how the update was going to go down last year but isn't sure about this year.

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The update is most likely being worked on slowly and has been for the past year. Both games have been hard at work on multiple updates, and with Arsenal about to release the Summer Update III, this could mean this collaboration will come to fruition by then. But for now, we don't have much to go on and all that is left is merely speculation.

The great content crash: Why Arsenal YouTubers are quitting Arsenal



JOHN ROBLOX's thumbnail on his video "[JOHN ROBLOX quits Arsenal](#)", posted on his second channel.

Recently, many Arsenal YouTubers have been quitting Arsenal. YouTubers like [JOHN ROBLOX](#), [Bandites](#), and [TanqR](#) have moved on to different Roblox games. This presents the question, "why?"

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In his video "[JOHN ROBLOX](#) quits Arsenal", John talks about the new update, and why it wasn't the best compared to the other Summer Updates. "I'm not trying to pitch a view that this game is dead forever, there's no comeback," John said. "It's just that it is dead for now because the recent update for both players and content creators." He also talks about the fact the gamemode creator and map builder got pushed back to a later update due to limitations, and how so many things were promised, but not all delivered. Many other YouTubers share the same view and have left Arsenal including [Bandites](#) and [TanqR](#). They've completely left Arsenal (as of the time of this writing) and have moved over to bedwars as their main game.

It could also be argued that some of these YouTubers have been getting tired of Arsenal too, not just because of the lack of new content, but because they have been playing the same game, on the same maps, with the same weapons for a long time. They will most likely return to Arsenal once a huge content drop comes, but for now, they have moved on.

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